UTAH CTE SKILL CERTIFICATION PERFORMANCE EVALUATION

Test Number: 830 & 835 Test Name: Computer Programming II

(PRINT) Student's Name: _	Date:
(PRINT) Teacher's Name: _	School:
Teacher's Signature:	District:
the required performance of	is a required component of the skill certification process. Each student must be evaluated on objectives below. Performance objectives should be completed during the term of the course. 4 (moderately to highly skilled) on ALL performance objectives and 80% on the written test will diffication certificate.
	INSTRUCTIONS:
	of their progress throughout the course, so that they can concentrate on the objectives that need
improvement.	
	raged to repeat the objectives until they have performed at a minimum of a number 3 or 4 on the
rating scale (moderately to	
4 = highly skilled	Successfully demonstrated without supervision
3 = moderately skilled	Successfully demonstrated with limited supervision
2 = limited skill	Demonstrated with close supervision
1 = not skilled	Demonstration requires direct instruction and supervision
• When a performance object	ective has been achieved at a minimum of 80% (moderately to highly skilled level), "Y" (Y=YES) is
recorded on the performanc	e summary evaluation form. If a student does not achieve a 3 or a 4 (moderately to highly skilled
level), then an "N" (N=NO)	is recorded on the summary sheet for that objective.
• All performance objective	es MUST be completed and evaluated prior to the written test.

- The teacher will bubble in "A" on the answer sheet for item #81 for students who have achieved "Y" on ALL performance objectives.
- The teacher will bubble in "B" on the answer sheet for item #81 for students who have ONE or more "N's" on the performance objectives.
- The signed evaluation sheet(s) **MUST** be kept in the teachers' file for two years.
- A copy is also kept on file with the school's ATE skills certification testing coordinator for two years.

	Computer Programming II Performance Objectives					
Y	Yes No		No	Standard 1 - The student has developed applications which make advanced use of the skills and		
4	3	2	1	concepts developed in Computer Programming I.		
				 Developed advanced applications using input, calculations, output, IF structures, iteration, subprograms, recursion, arrays, sorting and a database Developed advanced application projects Developed advanced applications using object-oriented programming 		
Y	Yes No		No	Standard 2 - The student has used more efficient searching and sorting algorithms.		
4	3	2	1			
				 Demonstrated the ability to search data structures using binary and hash searches comparing the efficiency between sequential and binary searches. Demonstrated the ability to sort data structures using quadratic (n2) and binary (n log n) sorts comparing the efficiency between various sorts using BigO notation. 		
Y	Yes No		No	Standard 3 - The student has implemented and manipulated a simple database.		
4	3	2	1			
				• Demonstrated the ability to use random access files in a program		
Yes		No		Standard 4 - The student has properly employed dynamic data structures and abstract data types		
4	3	2	1	(ADTs).		
				• Demonstrated the ability to use linked lists, stacks, queues and binary trees		
Y	Yes No		No	Standard 5 - The student has designed and implemented classes using inheritance and		
4	3	2	1	composition.		
				• Created user-defined inherited classes demonstrating overloading techniques		
Yes No		No	Standard 6 - The student has developed an individual program of significant complexity and size			
4	3	2	1	(300-500 lines).		
				 Created an individual program of significant complexity and size (300-500 lines). Compiled a portfolio of the individual and group programs developed during the course. 		
Y	Yes		No	Standard 7 - The student has participated in a work-based learning experience and/or		
4	3	2	1	competition.		
				• Participated in a work-based learning experience such as a job shadow, internship, field trip to a software engineering firm or listened to an industry guest speaker and/or competed in a high school programming contest		